

# HEAVY GEAR™



THE NEW BREED OF  
3-D COMBAT SIMULATOR

ACTIVISION®

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## Minimum System Requirements

- 100% IBM PC-compatible Pentium® 90 MHz computer (Pentium 166 MHz recommended)
- U.S. version Microsoft® Windows 95® operating system
- 16 MB RAM (32 MB RAM recommended)
- 195 MB of uncompressed hard disk space
- PCI video card with 1MB RAM
- 16-Bit High Color
- Quad-speed CD-ROM drive (600K/sec. sustained transfer rate) (Note: 32-bit Windows 95 drivers required.)
- 100% Sound Blaster-compatible sound card
- 100% Microsoft-compatible mouse and driver
- Joystick or gamepad (optional)
- Modem play supported (14.4 bps)
- Null modem support
- Internet play supported

**Important Note:** Requires your system to have the latest Window 95 drivers that can fully support Microsoft's DirectX 5.

**Optional Feature:** If your video card fully supports Microsoft's Direct 3D, this game can utilize the enhanced features of your 3-D card (Rendition and 3Dfx cards supported). Some of these cards may require a processor faster than a Pentium 90.

**Windows 95 Local Area Network play requires one or more of the following in addition to the minimum requirements:**

- 100% Windows 95 compatible network
- IPX network
- TCP/IP network



## INSTALLING HEAVY GEAR

Please make sure your computer system is 100% Windows 95 compatible. *Heavy Gear* is not compatible with Windows 3.1 or other operating systems.

Note: For *Heavy Gear* to operate the best, it requires that your system have the latest drivers for your CD-ROM drive, sound card and video card, as well as any other peripherals you want to use (e.g., joysticks). If you have any problems running the program, older sound or video drivers are the most likely cause.

If you need help on how to obtain the latest sound and video drivers, check out our Technical Help file. Just press the **More** button on the Heavy Gear title screen. The title screen displays shortly after inserting the Heavy Gear CD into your CD-ROM drive. Then click the **Help** button. We have supplied a list of major computer hardware companies and their telephone numbers to help you with most problems. You can find them listed under Vendor List. This file has a lot of other helpful information on installation and system setup, as well as game-specific technical help.

### How to Install

1. Before installing, close all other applications. Also make sure Virtual Memory is on (located in your System Control Panel).
2. Insert the Heavy Gear CD into your CD-ROM drive and wait a few moments until the Heavy Gear title screen appears. (If the title screen does not appear, please refer to AutoPlay in the Troubleshooting section.)

3. There are three buttons on the title screen. Click the **Install** button to begin the installation process and then follow the on-screen instructions.

After Heavy Gear setup is complete, your computer will install the Microsoft DirectX 5.0 drivers if you do not already have them. When DirectX 5.0 installation is complete, you will need to restart your computer for the new drivers to take effect. For more information on DirectX 5.0, see page 6 of this manual. As part of the installation process, the Intel Indeo drivers will also be installed.

Now you can run *Heavy Gear* by choosing **Programs/Heavy Gear/Heavy Gear** from the **Start** menu or by clicking **Play** on the CD title screen.

Please register your copy of *Heavy Gear*. To make it easy and fast, you can use our Electronic Registration system. There are two ways to access the system: (1) from the Heavy Gear title screen click on **More**, and then click on **Electronic Registration** or (2) right-click on the **Heavy Gear CD** icon and select **Electronic Registration**.

## Title Screen Button Functions

**Install** – Installs the game.

**Play** – If the game has already been installed to your system, click this button to play *Heavy Gear*.

**More** – Click this button to access the **Electronic Registration**, **Help**, **About Activision**, and **Uninstall** buttons.

**Game Previews** – Click this button to see previews of some exciting Activision games.

**Exit** – Click this button to close the title screen and exit *Heavy Gear*.

**Help** – Click this button to view the latest technical information not found in this install guide.

**About Activision** – Click this button to view information on how to contact Activision.

**Electronic Registration** – Click this button to register your copy of *Heavy Gear* over the modem.

**Uninstall** – Click this button to remove all *Heavy Gear* files from your computer.

## Troubleshooting

### Online Help

We have supplied a technical help file that can help you in troubleshooting problems. There are four ways to access this help file:

- Right-click on the **Heavy Gear CD** icon and select **Technical Help**.
- From the title screen, click on **More** then **Help**.
- After installation, from the Start menu, select **Programs/Heavy Gear/Heavy Gear Technical Help**.

## AutoPlay

If the Heavy Gear title screen does not appear, try performing the following steps:

1. Double-click on the **My Computer** icon on your desktop or right-click on the icon and choose the **Open** option.
2. Select the **Refresh** option located in the **View** pull-down menu.
3. Double-click on the **Heavy Gear** CD icon in the window or right-click on the icon and choose the **AutoPlay** option.
4. After the Heavy Gear title screen appears, click on the **Play/Install** button.

If the AutoPlay feature does not function, please check the following:

1. Make sure the CD is clean and properly placed in the CD-ROM drive.
2. Your CD-ROM driver may not be optimized for use with Windows 95. To verify this, perform the following steps:
  - a. Open the Windows 95 **Control Panel** folder and double-click on the **System** icon.
  - b. Click on the **Performance** tab. If any of your hardware drivers are not fully optimized for use with Windows 95, they will be listed here with an explanation of the exact problem and suggestions on how to fix it.

## DirectX 5.0

Upon completion of the Heavy Gear setup, the installation process will continue by determining if Microsoft's DirectX 5.0 needs to be installed on your computer. If so, the appropriate files will be installed on your computer automatically.



**Q. What is DirectX 5.0 and why do I need it?**

A. Microsoft's DirectX 5.0 is a set of functions that gives Windows 95 games and other applications their power. Using these functions allows applications to perform advanced functions in networking, graphics, sound, and input beyond what's possible on other operating systems and accounts for many of the performance gains associated with Windows 95 games. *Heavy Gear* uses Direct3D, DirectDraw, DirectSound and DirectInput, four of the DirectX 5.0 functions.

**Q. If I don't have DirectX 5.0 will *Heavy Gear* install it for me?**

A. Yes. If InstallShield does not detect DirectX 5.0 on your computer, it will install DirectX 5.0 for you. After the entire installation is complete, you will need to restart your computer in order for DirectX 5.0 to take effect.

**Q. I already have other Windows 95 games installed on my computer. Will the Microsoft DirectX Installer change my DirectX files?**

A. If you already have other Windows games on your computer, chances are you already have the initial version of DirectX installed. In this case, the Microsoft installer will detect and overwrite any previous versions with DirectX 5.0. At that point, you will need to restart your computer for the changes to take effect.

If, however, you already have DirectX 5.0 installed on your computer, the Microsoft DirectX 5.0 installer will detect that and not overwrite any DirectX 5.0 files. You will not need to restart your computer after installation in order to run *Heavy Gear*.

## PROBLEM

**Program won't install**

## SOLUTION

You may have insufficient hard disk space for the program to copy the files it needs from the CD to your hard drive. Free up more hard disk space.

**Game doesn't start**

This problem may be caused by lost clusters on the hard drive. Run SCANDISK to determine if this is the problem. See your Windows 95 manual for more details on SCANDISK.

**Movies don't play properly**

- Make sure your system meets the minimum requirements for the program, especially your CD-ROM drive. The program requires a CD-ROM drive with a minimum sustained transfer rate of 600K/sec (a quad-speed drive).
- You may not have enough RAM to run movies. Check to make sure you have sufficient RAM to run this product. You need 16 MB.
- Too many other applications may be running. Close down other applications (especially DOS boxes or modem programs) and try again. We strongly recommend that you not run other applications while running *Heavy Gear*.
- Make sure you have the correct version of the Intel Indeo drivers installed.

## PROBLEM

### Game freezes

### No sound, partial sound, or no voices or sound effects

### Game too slow

## SOLUTION

- Make sure your computer has at least 16 MB of RAM.
- Make sure you are using the latest 32-bit drivers for all your peripheral devices.
- If you are using a 3D card, make sure you have the latest drivers installed for your card.
- Make sure you have a 100% Windows- (Sound Blaster) compatible sound card in your computer.
- Make sure your speakers are plugged in correctly and turned on, and make sure the volume is turned up to an audible level.
- Make sure you are using the latest 32-bit sound drivers for your sound card.
- Make sure your audio card is properly installed and that you have the correct audio drivers installed. Check your audio card's installation and its setup parameters within Windows 95 to be sure all are correct. See your card's manual and your Windows 95 manual for details.
- Check your settings in your Control Configuration.
- Make sure you are running *Heavy Gear* on a Pentium 90 or higher system. Any 486 or lower system usually will not perform at an acceptable speed.
- Try turning off some game options in the Combat Variables screen.

## PROBLEM

**Game too slow  
(cont'd)**

**Transition from  
briefing to  
mission is too  
slow**

## SOLUTION

- Make sure you have no other applications running in the background.
- Make sure your screen resolution is set to 320x200 in the Combat Variables screen.
- This problem may be caused by the game requiring more RAM than available. Game files will therefore be retrieved from your hard-disk, which is slower than RAM. It is more likely that you will experience this problem if you have 16 MB of RAM. Increasing the RAM in your system to 24 or 32 MB of RAM should dramatically increase speed of the transition.

## Cockpit Controls

To select the input device(s) you'll be using to pilot your Gear, select **Cockpit Controls** from the **Esc** menu. Here you can select the ones you'll be using by clicking on them (accepted ones are shown in red). It's perfectly OK to use multiple devices simultaneously, as long as your computer is happy with the setup.

Once you've selected your inputs, click on **ACCEPT** to take your current configuration into battle.

## Custom Configuration

From the Cockpit Controls screen, you can adjust what functions are controlled by what input. Your customized configuration can be saved for future use.



## Customizing Controls

First, choose the category of commands you would like to adjust. For example, to adjust the settings for movement, select **Movement** from the Category box. Next, select the device you would like to use from the list in the Device box.

The lower half of the screen lists each possible action in the category you selected, and what input will produce the action. The Modifier column represents what control keys must be used in combination with the input.

To change the setting for an action, select the action and click on the **Edit** button. This will bring up a dialog box listing the possible modifier keys and inputs for your currently selected device. Click on the modifier and input you would like to use, and then click the **Accept** button.

At any time, you can click on the **Restore Defaults** button to set all controls to their default configuration.

## Loading, Saving, and Deleting Configurations

Once you have created a custom configuration, you may want to save it for future use. To do this, click in the Configuration box and type in a name for your custom configuration. Then, press the **Save** button.

You can cycle through all the configurations that have been created by clicking on the left or right arrows in the Configuration box. Any custom configurations you have created will appear in this list.

## **The Simulation and Action Configurations**

Depending on what setting you choose during installation, two default configurations are provided: Simulation (Default) and Action. These can be selected by clicking on the left or right arrows in the configuration box until their name appears.

The Simulation configuration is designed for players who are used to the controls for simulation-style games, including giant robot combat simulations. The Action configuration is designed for players who are used to the controls for first-person action games.

### *Action Control Configuration*

Select Action Control mode if you would like to use a simplified set of Gear controls. In this mode, the up and down arrow keys move your Gear forward and backward rather than tilt your torso up and down.

### *Simulation Control Configuration*

Select Simulator Control mode if you prefer simulation style controls. In this mode, the up and down arrows control torso tilt, and the number keys (1 through 0) are used to set your Gear's throttle.

## **Accepting a Configuration**

After you have selected the configuration you want to use, click on the Accept button in the lower right hand corner of the screen.

# HUD (Heads Up Display)

## RADAR

In the upper corner of your display is the radar. Your Gear is always in the center of the radar, and its direction is always straight up on the radar. Enemies appear as red blips, and friendlies appear as green blips. The radar display can be zoomed in by pressing the **X** key, and zoomed out by holding down the **Shift** key and pressing the **X** key. The zoom can be reset by holding down the **CTRL** key and pressing the **X** key. Gears show up on radar at varying distances depending on their electronic warfare ratings, so be alert for visual sightings that haven't appeared on your radar.

## COMPASS

Surrounding the radar is a rotating compass indicating your direction. As your Gear turns, the compass turns to represent the new heading. Way-points and targets are represented on the compass as triangular icons. Absolute Gear heading is represented digitally in the small box to the side of the compass.

## COMMUNICATION BOX

The box in the top-center of the HUD lists the current objective by default. Mission commands can change this objective mid-mission, so pay close attention to it. A full list of objectives can be toggled on and off by pressing the **F12** key. The communication box is also used to send messages. A set of mission specific messages can be toggled on and off by pressing the **F1** key. Squad-mate commands can be toggled on and off using function keys **F2** through **F7**.

## DAMAGE DISPLAY

The current damage state of your Gear is indicated by the gear diagram in the upper right corner of the screen. Green indicates an undamaged piece, yellow indicates a partially damaged piece, and red indicates a critically damaged piece. Pieces that have been obliterated are indicated in black.



## THROTTLE INDICATOR

Immediately to the side of the rotating compass is a bar-graph indicating your Gear's throttle setting. Colors range from green to yellow to red, with blue indicating reverse throttle. A digital read-out of actual speed is in the corner above the bar-graph.

## ENEMY DAMAGE OVERLAY

The targeted enemy's damage is indicated by a wire-frame outline that is directly overlaid in the HUD. Yellow, and red are used to indicate the damage levels. This feature can be disabled and enabled independently from the rest of the HUD by pressing the **F9** key.

# Keyboard Commands

## Communication

General	F1
Squadmate 1	F2
Squadmate 2	F3
Squadmate 3	F4
Squadmate 4	F5
Squadmate 5	F6
Squadmate 6	F7

## View

Satellite view on/off (if equipped)	F8
Damage Wireframe On/Off (if equipped)	F9
Missile view	F10
HUD On/Off	F11
Objectives On/Off	F12
Toggle between cockpit and external view	C
Infrared On/Off (if equipped)	I
Low-light (wireframe) On/Off (if equipped)	L
Zoom in	Z
Zoom out	Shift+Z
Zoom Reset	Ctrl+Z
Glance Left	Ctrl+Left
Glance Right	Ctrl+Right
Look Up	Ctrl+Up
Look Down	Ctrl+Down
External Eyepoint Pan Left	Ctrl+Left
External Eyepoint Pan Right	Ctrl+Right

External Eyepoint Move Up	Ctrl+Up
External Eyepoint Move Down	Ctrl+Down
External Eyepoint Move Forward	Z
External Eyepoint Move Backwards	Shift+Z

## Movement

### Action Configuration

Walk Forward	Up Arrow
Walk Backwards	Down Arrow
Run Forward	Shift+Up

Turn Left	Left Arrow
Turn Right	Right Arrow
Torso Pan Left	< (comma)
Torso Pan Right	> (period)
Torso Tilt Up	Down Arrow
Torso Tilt Down	Up Arrow
Side-step Left	Shift+Left
Side-Step Right	Shift+Right
Crouch	Tab
Stand after falling	S
Wheels or Treads On/Off	W
Fire Jets (if equipped)	J
Reverse On/Off	~ or Backspace
Throttle Up	=
Throttle Down	-
Throttle 1 - 0	1 - 0



## Targeting

Nearest Enemy . . . . . E  
Next Target . . . . . T  
Previous Target . . . . . Shift + T  
Next Friendly . . . . . F  
Previous Friendly . . . . . Shift + F  
Next Waypoint. . . . . N  
Previous Waypoint. . . . . Shift + N

## Weapons

Pick-up/Drop . . . . . (hold down) P  
Fire Current Weapon . . . . . Space Bar  
Advance Weapon. . . . . (hold down) Enter  
Fire Current Group . . . . . ;  
Add Weapon to Group 1 . . . . . Shift+1  
Add Weapon to Group 2 . . . . . Shift+2  
Add Weapon to Group 3 . . . . . Shift+3  
Fire all weapons in group On/Off . . . . . \

## Gameplay

Pause . . . . . Pause  
ESC Menu . . . . . ESC  
Quit . . . . . Ctrl+Q

# Customer Support

Before contacting customer support, please consult the technical help file. It contains the answers to some of our most frequently asked questions and may quickly and easily provide a solution to your difficulty. If after reviewing the technical help file you are still experiencing problems, please feel free to contact us through any of the services listed.

So that we can better help you, please be at your computer and have the following information ready:

1. Complete product title
2. Exact error message reported (if any) and a brief description of the problem
3. Your computer's processor type and speed (e.g., Pentium 90)
4. Video and sound card make and model (e.g., Diamond Stealth 64 video, Sound Blaster 16)

**Note: Support for the multi-player component is provided on-line only.**

## Online Services with Activision Forums, E-Mail, and File Library Support

- **Internet:** support@activision.com *or* <http://www.activision.com>
- **America Online:** Use keyword "Activision" to locate the Activision forum.
- **CompuServe:** 76004,2122 or [GO ACTIVISION]
- **Activision BBS:** (310) 255-2146 Up to 33,600 Baud; Settings: 8 Bits, No Parity, 1 Stop Bit (8, N, 1)

## **In the U.S.**

**Fax** (310) 255-2151, 24 hours a day

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**Mail** Activision, Customer Support, P.O. Box 67713, Los Angeles, CA 90067

**Phone** Call our 24-hour voice-mail system for answers to our most frequently asked questions at (310) 255-2050. Or contact a customer service representative at the same number between the hours of 9:00 a.m. and 5:00 p.m. (Pacific Time) Monday through Friday, except holidays.

## **In Australia & the U.K.**

### **For Technical Support:**

In Australia, please call **1902 962 000**.

In the U.K., please call **0990 143 525**.

If you have any comments, questions or suggestions about this game, or any other Activision product, you can contact us in the U.K. on **0181 742 9400** between the hours of 1:00 p.m. and 5:00 p.m. (U.K. time) Monday through Friday, with the exception of holidays.

**For Technical Support and Customer Service in areas not listed, please contact your local distributor or Activision via online. (Please note that online support is available in English only.)**

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Los Angeles, California 90067

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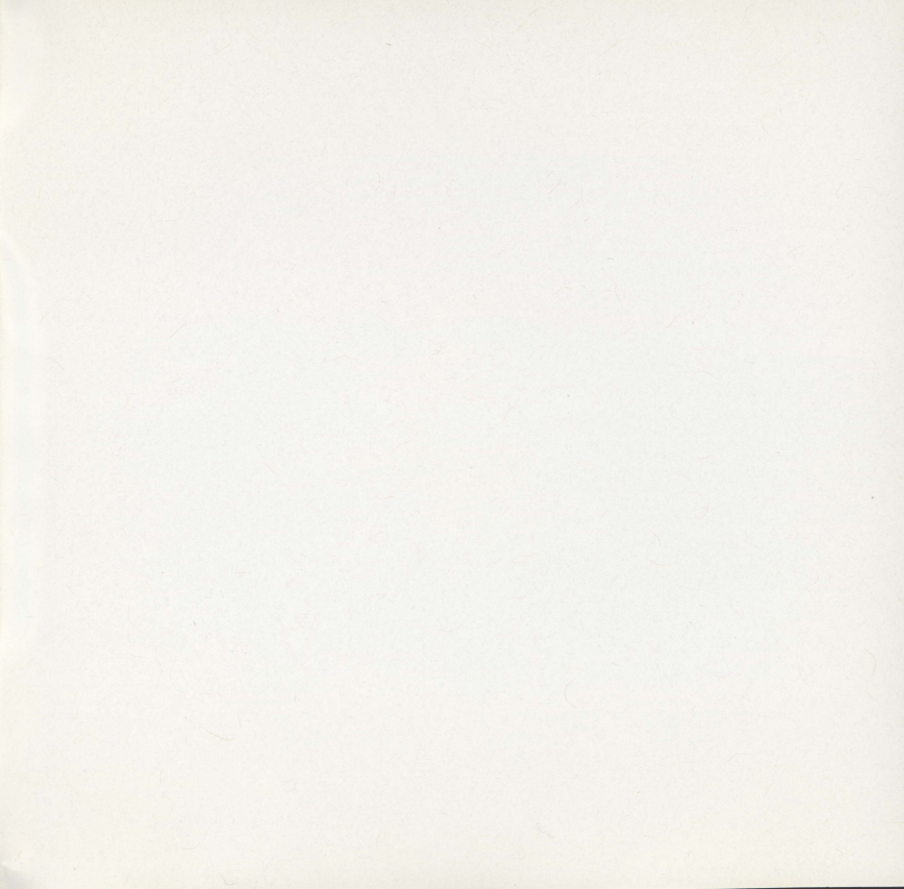
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## NOTES



TWO HEMISPHERES DIVIDED  
ONLY BY BOUNDLESS HATRED.  
ON TERRA NOVA, THE NORTHERN  
AND SOUTHERN LEAGUES WAGE A  
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IN SCOPE AND INFINITE IN  
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SAVAGE IT WAS DESTINED TO  
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YOU ARE DUELIST EDWARD SCOTT,  
AN ELITE PILOT OF THE  
NORTHERN GUARD FACED WITH  
MISTAKEN ACCUSATIONS OF  
TREACHERY FROM YOUR SQUAD.  
NOW YOU MUST PROVE YOUR  
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